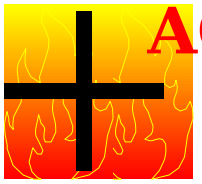
FIRE PLANNING IN THE CURRENT SITUATION



OBJECTIVES

- Definition of a Group, Series, and Fire Plan, and a Schedule of Fires.
- Create Targets
- Build a Group
- Build a Series
- Build a Fire Plan
- Schedule fires
- Execute a Fire Plan
- Establish an H-hour

DEFINITIONS

- **Group**: Two or more targets on which fire is desired simultaneously.
- **Series**: A number of targets fired in sequence according to a time line.
- **Fire Plan**: A plan on how indirect fires will be used to support an operation, it may include groups and series.
- **Schedule of Fires**: A time line on which the Fire plan will be executed.

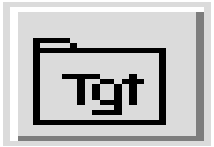
CREATE TARGETS

- To begin building a group, series or fire plan we must first have targets .
- To simplify this procedure we will make targets out of our enemy overlay (**this will not normally be done**).
- Click 1 on **A or B FDC 1st Bn 10th Marines.**
- Click 1 on **Map> Filters> Show Range Fans**

CREATE TARGETS

- **Drag all enemy units** so that they are **between the FLOT and CFL**, and **inside your battery range fan .**
- Starting with Northwestern most enemy, Click 1 on an **Enemy Unit** to highlight.
- Click 3 **Select add to TGT List**, continue to do this until all **13** enemy units are targeted.

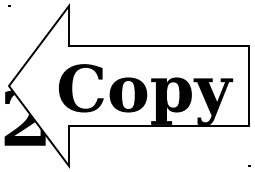
REVIEW ON-CALL TARGET LIST

- Select the **Target Ic** 

- Double Click **Current,** Highlight **Current On Call,** and click 3 to open
- Click 1 on **List> Select Columns**
  Remove **ABCA number** and **BE number**
  Add **Mission Value**
- Click 1 on **Options> Calculate Values**
- **Make note of Target Types,** (if target decay times do not exist for these types of targets, they will not be scheduled).

BUILD A GROUP

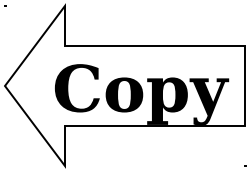
- Click 1 on **Targets> Groups> New**
- Name: **GP1A10 or GP1B10**
- Click 1 on **Target Lists> Open**
- Click 1 on **On-Call Target List> Open**
- Highlight Targets **0000, 0001, 0002** and



- **<OK>** to Save.

BUILD A SERIES

- Click 1 on **Targets> Series> New**
- Name: **SE1A10 or SE1B10**
  Click 1 on **Target Lists> Open**
- Click 1 on **On-Call Tgt List, Open**
- Highlight Tgts **0008** Through **0011** and



- **<OK>** to Save

REMOVE A TARGET

- Click 1 on **Targets> Series> Edit**
- Highlight **SE1A10** or **SE1B10 <OK>**
- Click 1 on **Target 0008**
- Blue box appears around Target Data
- **Target> Delete**
- **<Delete>** in the Confirmation Window

SCHEDULE A SERIES

- Click 1 in the Box labeled OFFSET TIME for Tgt **4011** and enter **0**

  Tgt **4009** and enter **4**

  Tgt **4010** and enter **8**

- **<OK>** the window

BUILD A FIRE PLAN

- Click 1 on **Targets> Fire Plans> New**
- Name: **FP1A10/FP1B10**
- On-call Time **+0 to +45**

ADDING TARGETS TO A FIRE PLAN

- Lists Available:
  - **Fire Plans**- Existing Fire Plans
  - **Groups**- Existing Groups
  - **Series**- Existing Series
  - **Target List**- Default and operator established Tgt Lists
- Click 1 on **Target Lists> Open**
- Click 1 on **On-Call Target list> Open**
- **Highlight all Armored Vehicle Targets** & **Copy** (seven targets should be copied)
- **<OK>** to save information

FIRE PLAN INFO WINDOW

- Click 1 on **Targets> Fire Plans> Edit**
- **Highlight FP1A10 or FP1B10** and **<OK>**
- Click 1 on **The First Target.**
- Click 1 on **Target** at top of the Window
- Available Selections:
  - Edit
  - Delete
  - Description
  - Status
  - Add from Map
  - Find on Map

FIRE PLAN INFO WINDOW

- Bottom Block
  - Group
  - Series
  - Location
  - FFE Shell 1 and 2
  - Dispersal Pattern

FIRE PLAN INFO WINDOW

- Bottom of Window:
  - OK
  - Send
  - Cancel
  - Print
  - Execute
  - Activate
  - Help

BUILD A SCHEDULE OF FIRE

- Select **Options> Schedule** to display the Schedule of Fire Window.
- Click 1 on **Options> Calculate.** All 7 Armored Vehicle Targets Are now Scheduled.
- Click 1 on **Gun 1**
- Click 1 on **Options> Unit Schedule**
  - All Targets Assigned to the gun are shown
  - Maximum Missions
- **<OK>** the Schedule of Fires Window
- **<OK>** the Fire Plan Window

BUILD A NEW FIRE PLAN

- Select **Targets> Fire Plans> New**
- Name: **FP2A10 or FP2B10**
- On-call Time **+0 to +45**
- Add all **CP, Regiment, CP, Battalion, Arty Med SP**, and **Tank Med** Type Targets

  (5 total)

Scheduling Targets

Targets can be scheduled by **Offset Time** or R**ank.**

- **Offset Time**: This will schedule targets **in relationship to H-Hour**. Value is based on minutes.
- **Rank**: This will schedule targets **based on precedence**. 1 being the highest rank. More than one target can have the same rank

RANK TARGETS

Rank the targets in the following order:

- CP, Regiment: **1**
- CP, Battalion: **2**
- Artillery, Med: **3**
- Tank, Med: **4**

<OK> to save this information.

Failure to do this may cause the AFATDS to lock-up.

MUNITIONS

- Munitions selection is based off of **FA Cannon Attack Methods** or **Operator Input.**
- To edit the fire plan select **Targets> Fire Plans> Edit**
- Highlight **FP2A10 or FP2B10** and **<OK>**
- Munitions for each target can be scheduled by **highlighting the target** and then selecting the **FFE 1 and FFE 2 Shell, Fuze, and Volley.**

MUNITIONS

Schedule the following munitions:

- CP, Regiment: **2 Rounds HE/VT, 1 Round WP/TI**
- CP, Battalion: **2 Rounds HE/VT**
- Artillery, Med SP: **2 Rounds HE/TI**
- Tank, Med: 2 **Rounds DPICM/TI**

<OK> the Fire Plan Window to save this information.

Failure to do this may cause the AFATDS to lock-up.

SCHEDULE THE FIRE PLAN

- Reopen the Fire Plan.
- Select **Options> Schedule** to display the Schedule of Fire Window.
- Click 1 on **Options> Calculate.** All 5 Targets are now Scheduled.
- Click 1 on **Gun 1**
- Click 1 on **Options> Unit Schedule**
  - All Targets are assigned to the gun in order of rank, with the correct munitions.

Unscheduled Targets

- If any targets were not scheduled the reason they are not scheduled can be determined by selecting **Options> Unscheduled Targets.**
- Any unscheduled targets are listed. Highlight a target number and **<OK>**
- The Option Review window displays all options that were considered .
- **<Update>** to update the firing times to volume of fire.
- **<OK>** to display the schedule of fires window with the new target

Manually Schedule Targets

- Open the desired Fire Plan and select **Options> Unit Schedule.**
- Select **Target> Add** to display the list of all unscheduled Targets.
- Highlight the desired target and **<OK>**
- Enter the new target offset time, ammunition, or volume of fire.
- **<Update>** if more targets need scheduled repeat
- **<OK>** the Unit Schedule window

Transmit a Fire Plan

- Select **Targets> Fire plans> Edit**
- Highlight the desired Fire plan and **<Send>**
- Select the destination unit and **<OK>**
- At the receiving unit the **Tgt** icon will darken**.**

  - When opened indicates Fire Plan Received. This alert can be deleted because the data is automatically stored.
  - If the received fire plan has the same name as an existing plan it will replace not merge with the existing plan.

Execute a Schedule of Fires

- Select **Targets> Fire Plans> Edit**
- Highlight the desired Fire Plan and **<OK>**
- On the Fire Plan window select **<Execute>**
- There are two choices on the Confirm Target Values window.
  - **YES –** Targets with a higher priority will be allowed to be fired during the Fire Plan
  - **NO -** Targets with a higher priority will not be allowed to be fired during the Fire Plan

  All targets are evaluated as fire missions

  <Cancel> to close the Fire Plan window

Trigger a Fire Plan by an H-hour

- Select the Trigger Events icon

  <New> and enter the name and trigger time
- Select the **Execute Fire Plan** field
- Highlight the desired Fire Plan and **<OK>**
- Enter any comments that may be needed
- **<OK>** to close the window
- When the H-hour trips **<Execute>**

Trigger a Fire Plan by an H-hour

- When the plan is triggered each target will become a TOT fire mission.
- The TOT is computed by adding the plan start time, offset time, and time the plan is executed.
- Sufficient lead time should be added to the trigger time to allow for the firing unit to react.
  - If the start time and offset time are zero the first mission will be denied.
  - If the start time is 10 the first mission will have 10 minutes to be fired.

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QUESTIONS???

SUMMARY

- Defined a Group, Series, Fire Plan, and Schedule of Fires.
- Created Targets
- Built a Group
- Built a Series
- Built a Fire Plan
- Scheduled fires
- Executed a Fire Plan
- Established an H-hour